

CONTROLS

USE THE DIRECTIONAL BUTTONS AND/OR
THE ANALOG STICK TO POSITION THE
TARGET CURSOR ON SCREEN

TO LAUNCH A FIRE ROCKET PRESS THE
 BUTTON

TO LAUNCH AN ICE ROCKET PRESS THE
 BUTTON

TO ACTIVATE A SUPER BOMB PRESS THE
 BUTTON

PRESS THE  START BUTTON TO PAUSE
THE GAME

OBJECTIVE

MARATHON MODE

ELIMINATE INCOMING METEORS TO EARN THE HIGH SCORE. FIRE METEORS CAN ONLY BE DESTROYED BY ICE ROCKETS, AND ICE METEORS CAN ONLY BE DESTROYED WITH FIRE ROCKETS. COLLECT POWER-UPS TO HELP YOU ADVANCE.

YOU HAVE AN UNLIMITED SUPPLY OF FIRE AND ICE ROCKETS. FIRE AWAY!

OBJECTIVE

ARCADE MODE

ELIMINATE INCOMING METEORS TO EARN THE HIGH SCORE. FIRE METEORS CAN ONLY BE DESTROYED BY ICE ROCKETS, AND ICE METEORS CAN ONLY BE DESTROYED WITH FIRE ROCKETS. COLLECT POWER-UPS TO HELP YOU ADVANCE.

YOU HAVE A LIMITED SUPPLY OF FIRE AND ICE ROCKETS TO DESTROY INCOMING METEORS - SO USE THEM WISELY.

RULES

AVOID HITTING METEORS WITH THE WRONG TYPE OF ROCKET. IF YOU DO, THE METEORS WILL DOUBLE IN SIZE OR SPLIT UP.

COMBO BLASTS

THE MORE METEORS YOU DESTROY WITH EACH ROCKET BLAST, THE MORE POINTS YOU EARN AND THE MORE ROCKETS YOU SAVE.

2 METEORS = DOUBLE BLAST

3 METEORS = TRIPLE BLAST

4 METEORS = SUPER BLAST

5 METEORS = MEGA BLAST

6 METEORS = ROCK N' ROLL BLAST

POWER-UPS

TO EARN POWER-UPS, SHOOT DOWN CAPSULES AS THEY FLOAT ACROSS THE SCREEN.

**EXTRA
MISSILES
(+5, +10)**



EARNs EXTRA ROCKETS, IN THE QUANTITY OF 5 OR 10 DEPENDING ON HOW THEY ARE LABELED.

**EXTRA
SUPER
BOMB**



EARNs AN EXTRA SUPER BOMB

SHIELD



ACTIVATES A PROTECTIVE SHIELD THAT PROTECTS THEIR CITY FOR 20 SECONDS

SLOW



SLOWS DOWN ALL INCOMING METEORS FOR 10 SECONDS

FREEZE



FREEZES ALL INCOMING METEORS FOR 10 SECONDS

REPAIR



EARNs A REPAIR FOR 1 DAMAGED CITY SECTION THAT IS ADMINISTERED BETWEEN LEVELS

**FIRING
ASSISTANT**



ACTIVATES A LASER POD THAT FLOATS ABOVE THE CITY AND SHOOTS LASERS AT INCOMING METEORS, POWER-UP LASTS FOR 15 SECONDS

FIRE BOMB



ELIMINATES ALL INCOMING FIRE METEORS ON THE SCREEN

ICE BOMB



ELIMINATES ALL INCOMING ICE METEORS ON THE SCREEN

**FRAGMENT
ROCKETS**



UPGRADES ROCKETS TO EXPLODE INTO FRAGMENTS IN 8 DIFFERENT DIRECTIONS, POWER-UP LASTS FOR 20 SECONDS

**SONIC
BOOM
ROCKETS**



UPGRADES ROCKETS TO EXPLODE ON A HORIZONTAL LINE BOTH LEFT AND RIGHT - DESTROYING EVERYTHING IN THE WAY, POWER-UP LASTS FOR 20 SECONDS

**TOXIC
ROCKETS**



UPGRADES ROCKETS TO DESTROY EVERYTHING IN THEIR PATH AS THEY MOVE UPWARD, POWER-UP LASTS FOR 20 SECONDS

**TRIPLE ROCKETS
POWER-UP**



UPGRADES ROCKETS TO SHOOT 3 AT A TIME, POWER-UP LASTS FOR 20 SECONDS

**LASER TURRET-
POWER-UP**



ACTIVATES A LASER GUN THAT ALLOWS PLAYERS TO RAPID FIRE BEAMS AT INCOMING LASERS, POWER-UP LASTS FOR 20 SECONDS

METEORS

FIRE



THIS IS A FIRE-COVERED METEOR. ONE SHOT WITH AN ICE ROCKET WILL DESTROY IT.

ICE



THIS IS AN ICE-COVERED METEOR. ONE SHOT FROM A FIRE ROCKET WILL DESTROY IT.

MRV (SPREAD)

THESE METEORS LOOK THE SAME AS REGULAR METEORS, EXCEPT THAT THEY SPLIT INTO 2 - 4 METEORS WHEN THEY ARE HIT WITH THE CORRECT ROCKET. IF THE MRV METEOR IS HIT WITH THE WRONG ROCKET, IT DOUBLES IN SIZE AND WILL SPLIT INTO MORE PIECES WHEN IT IS FINALLY HIT WITH THE CORRECT ROCKET.

SONIC BOOM

THESE METEORS LOOK THE SAME AS REGULAR FIRE AND ICE METEORS. HOWEVER, WHEN THEY ARE SHOT WITH THE CORRECT ROCKET, THEY SEND OUT A HORIZONTAL SONIC EXPLOSION (WAVE) THAT DESTROYS EVERYTHING THAT IT ENCOUNTERS (E.G., EVERYTHING IN A HORIZONTAL LINE, INCLUDING POWER UPS).

IRON



IRON METEORS ARE BROWN-COLORED ROCKS. THEY CAN BE DESTROYED WITH A FIRE ROCKET FOLLOWED BY AN ICE ROCKET, OR WITH AN ICE ROCKET FOLLOWED BY A FIRE ROCKET. IF AN IRON METEOR IS HIT TWICE BY THE SAME TYPE OF ROCKET, IT REVERTS BACK TO ITS ORIGINAL FORM REQUIRING THE HIT SEQUENCE TO START OVER.

TOXIC



TOXIC METEORS CAN ONLY BE DESTROYED BY A DIRECT HIT WITH EITHER TYPE OF ROCKET. DIRECT, MEANS THAT THE ROCKET MUST ACTUALLY EXPLODE ON TOP OF THE METEOR. IF IT EXPLODES IN FRONT OF OR NEXT TO THE TOXIC METEOR, THE METEOR WILL SIMPLY BOUNCE OFF THE EXPLOSION UNTIL IT CAN CONTINUE ITS ORIGINAL DESCENT TOWARDS THE CITIES.

PURPLE METEOR



THIS METEOR CAN BE DESTROYED WITH ANY TYPE OF ROCKET, BUT ONLY WHEN IT IS YELLOW. IT WILL BE PURPLE MOST OF THE TIME, AND AS IT IS FALLING IT WILL HAVE FLASHES OF A FEW SECONDS AT A TIME, WHEN IT TURNS YELLOW. WHEN IT IS YELLOW, IT CAN BE DESTROYED. WHEN IT IS PURPLE IT CAN ONLY BE DESTROYED BY A SUPER BOMB.

SPACE DEBRIS

DEFUNCT SATELLITES



DEFUNCT SATELLITES FLOAT TOWARD CITIES AT VARIED VELOCITIES. THEY CAN BE DESTROYED WITH ONE HIT BY EITHER ROCKET TYPE.

SILVER CHUNKS



THESE ARE BIG SILVER CHUNKS OF SPACE DEBRIS THAT WOBBLE IN STRANGE TRAJECTORIES TOWARD THE CITY. THESE ROCKS CAN BE DESTROYED WITH 2 FIRE ROCKET HITS, OR 2 ICE ROCKET HITS. AFTER THE 1ST SHOT THE SILVER CHUNK WILL EITHER FREEZE OR LIGHT ON FIRE. THE SECOND ICE OR FIRE ROCKET WILL DESTROY IT.